

Alexsy Gracjan Nowak

SARMATIAN COMMONWEALTH, VATICINE

TRUSTING (Hubris): You receive a Hero Point when your Hero trusts what someone tells her, regardless of how suspicious it may be.

WILLFUL (Virtue): Activate your Virtue and target a Villain. Until the end of this Scene, you cannot spend Hero Points and the Villain cannot spend Danger Points.

REPUTATION: Principled 2

WEALTH: 3

TRAITS

- Brawn ●●●●○
- Finesse ●●○○○
- Wits ●●●○○
- Resolve ●●○○○
- Panache ●●○○○

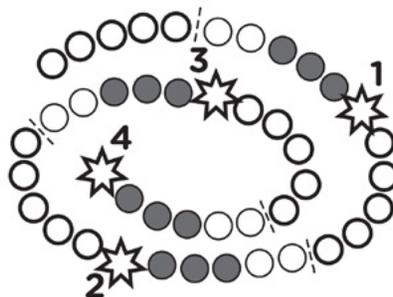
SKILLS

+1 BONUS DIE FOR EACH ●

- Athletics ●●○○○
- Diplomacy ●●○○○
- Know (Fashion) ●○○○○
- Know (Tactics) ●●●○○
- Perform (Dancing) ●○○○○
- Ride ●○○○○
- Warfare ●●●○○
- Weapon (Sword) ●●●○○

REROLL
REROLL

WOUNDS



- 1: +1d6 to all risks.
- 2: Villains gain 2 bonus dice against you.
- 3: Your 9's count as 10's during Risks.
- 4: You become Helpless.

BACKGROUNDS

Army Officer: You take command to organize other characters toward a single goal.

Aristocrat: You appeal to your bloodline, breeding, or family name to solve a problem.

ADVANTAGES

LEADERSHIP: Spend a Hero Point to inspire a group to action. The group must be able to hear you, but if they can and they are either of neutral or better disposition, they will do whatever you command so long as it is reasonable (they are unlikely to all throw themselves off a bridge to certain death, for example). You can do this once per game session.

CONFIDANTS (MILITARY): You have a connection with a particular NPC or minor faction. Confidants are people you trust, and will help you with minimal payment as long as it isn't likely to cause them harm or cost them dearly.

INDOMITABLE WILL: Spend a Hero Point. You cannot be intimidated, seduced, or otherwise goaded into acting a way that you do not wish. You can do this once per game session.

REPUTATION (PRINCIPLED): When you attempt to use your reputation to your advantage in a Social Risk, you gain 2 bonus dice. You can do this once per game session.

LARGE: All of your Intimidation Risks have one extra die. Any Physical Risk you take that would benefit from your size (lifting large or heavy objects, for example) gains one extra die.

STORIES

Domenica Vespucci

VODACCE, VATICINE

PROUD (Hubris): You receive a Hero Point when your Hero refuses an offer of aid.

PERSPICACIOUS (Virtue): Activate your Virtue to predict what a character's very next action will be.

REPUTATION: Resourceful 1

WEALTH: 2

TRAITS

- Brawn ●●○○○
- Finesse ●●○○○
- Wits ●●●●○
- Resolve ●●○○○
- Panache ●●●○○

SKILLS

+1 BONUS DIE FOR EACH ●

- Deception ●●○○○
- Diplomacy ●●●○○
- Empathy ●●○○○
- Hide ●●○○○
- Know (Fashion) ●○○○○
- Know (Occult) ●○○○○
- Perform (Dancing) ●●○○○
- Tempt ●●●○○
- Weapon (Whip) ●●○○○

REROLL
REROLL

BACKGROUNDS

Fate Witch: You talk about another character's "Destiny," regardless of whether it's true or not.

Courtier: You solve a problem by making promises, trading political favors, etc.

ADVANTAGES

ALLY (VESPUCCI VASSALS): You have a connection with a particular NPC or minor faction. An Ally is a close friend who would walk through fire for you.

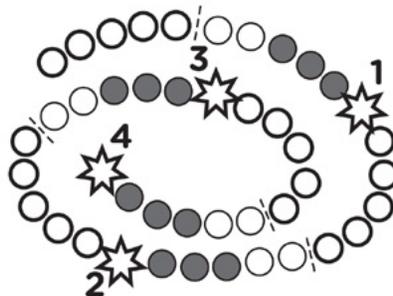
FRIEND AT COURT: When you are at a ball, feast, or similar high society function, spend a Hero Point to reveal you have a close friend also in attendance. You can do this once per game session.

COME HITHER: Spend a Hero Point to lure another character into a private room and leave said private room without them, removing them from the scene. They may be rescued later, after you're long gone. You can do this once per game session.

REPUTATION (RESOURCEFUL): When you attempt to use your reputation to your advantage in a Social Risk, you gain a bonus die. You can do this once per game session.

LINGUIST: You speak, read, and write all Thean languages. Even the dead ones.

WOUNDS



- 1: +1d6 to all risks.
- 2: Villains gain 2 bonus dice against you.
- 3: Your 9's count as 10's during Risks.
- 4: You become Helpless.

STORIES

Ennio Vespucci

VODACCE, VATICINE

HOT HEADED (Hubris): You receive a Hero Point when your Hero flies off the handle and loses her temper.

UNCANNY (Virtue): Activate your Virtue. For the next Risk, when you determine Raises, every die counts as a Raise. At the end of the Round, you become Helpless.

REPUTATION: n/a

WEALTH: 3

DUELING ACADEMY (AMBROGIA):

- Use Panache instead of Finesse when attacking with a Sword.
- If you successfully Defend then you may use any leftover Raises to inflict Flesh Wounds on the Brute Squad who attacked you. You may only do this once per Round.
- You gain one Hero Point when you perform the Parry Maneuver.

STORIES

TRAITS

- Brawn ●●○○○
- Finesse ●●○○○
- Wits ●●○○○
- Resolve ●●○○○
- Panache ●●●●●

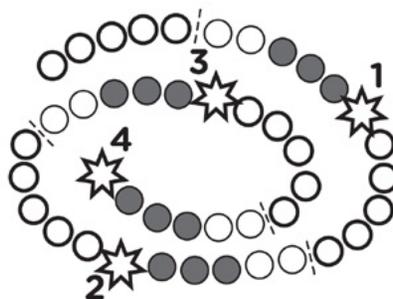
SKILLS

+1 BONUS DIE FOR EACH ●

- Athletics ●●●○○
- Deception ●○○○○
- Diplomacy ●○○○○
- Empathy ●●●○○
- Hide ●●○○○
- Intimidation ●●○○○
- Tempt ●●○○○
- Weapon (Sword) ●●●○○

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WOUNDS



- 1: +1d6 to all risks.
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BACKGROUNDS

Bravo: You brag openly about your prowess with a sword.

Consigliere: You insist that a problem can be solved with some simple slip of a knife between the right pair of ribs.

ADVANTAGES

LEFT-HANDED: When you perform a physical Risk using your hands (picking someone's pocket, attacking someone with a sword, sneaking a dose of poison into someone's drink), you can reroll any single die in the Risk if you use your left hand.

POISON IMMUNITY: Poison never affects you, aside from some potential mild discomfort. If the poison would ordinarily kill you, it might cause you only to vomit instead, but there are no additional effects.

INDOMITABLE WILL: Spend a Hero Point. You cannot be intimidated, seduced, or otherwise goaded into acting a way that you do not wish. You can do this once per game session.

MEMBERSHIP (DUELIST'S GUILD): You are a member in good standing with the Duelist's Guild. You wear a pin that other members will recognize, and you have the right to challenge others to Duels.

COMBAT REFLEXES (SWORD): Choose one Weapon Skill. You are always considered to be spending a Hero Point on this action for the purpose of Speed.

Roberto Gallo

CASTILLE, VATICINE

OVERCONFIDENT (Hubris): You receive a Hero Point when your Hero squashes any doubts she may have about her own capabilities, especially when it leads to danger or risk.

INSPIRATIONAL (Virtue): Activate your Virtue to add one Raise to another Hero's Risk.

REPUTATION: n/a

WEALTH: 0

TRAITS

Brawn ●●○○○
 Finesse ●●●○○
 Wits ●●●○○
 Resolve ●●○○○
 Panache ●●●○○

SKILLS

+1 BONUS DIE FOR EACH ●

Athletics ●○○○○
 Deception ●●●○○
 Diplomacy ●○○○○
 Empathy ●○○○○
 Healing ●○○○○
 Know (Law) ●●○○○
 Know (Sea) ●●○○○
 Profession (Sailor) ●○○○○
 Sailing ●●●○○
 Tempt ●●○○○
 Weapon (Firearms) ●●○○○

REROLL
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BACKGROUNDS

Army Officer: You take command to organize other characters toward a single goal.

Aristocrat: You appeal to your bloodline, breeding, or family name to solve a problem.

ADVANTAGES

HANDY: Spend a Hero Point. You can repair a broken item, rig a damaged gun, patch a leaky ship, or perform similar miracles, causing the object to function normally for the rest of the Scene. At the end of the Scene, the item is completely destroyed. You can do this once per game session.

CASTILLIAN EDUCATION: Whenever you make a Know Risk, add 1 to the value of each die. You may spend a Hero Point to grant another Hero a Rank in a Skill, so long as your Ranks in that Skill are higher than theirs. This Skill Rank lasts until the end of the Scene. A Hero can only receive a Skill Rank in this way once per game Session.

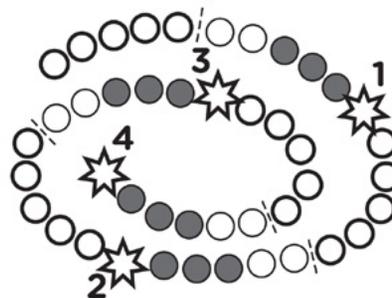
SEA LEGS: While aboard a ship, treacherous footing never affects you. You gain 1 bonus die on any Physical Risk while aboard a ship at sea.

ORDAINED: You can expect refuge in any church as well as a place to stay and hot meals. You also have access to many (but not all) of the Church's libraries. Finally, you gain 2 dice for any Social Risks against characters who are adherents to your faith.

ABLE DRINKER: Alcohol never affects you, no matter how much you drink.

LUCK: After you take a Risk, you may re-roll any number of dice you wish. You must keep the new roll, unless you have a different effect that allows you to reroll dice.

WOUNDS



- 1: +1d6 to all risks.
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- 4: You become Helpless.

STORIES

Azucena Esquivel

CASTILLE, AGNOSTIC

LOYAL (Hubris): You receive a Hero Point when your Hero goes back for a fallen comrade or to refuses to leave a wounded ally.

VICTORIOUS (Virtue): Activate at the end of a Round. If your opponent has at least one Wound, they take a Dramatic Wound.

REPUTATION: n/a

WEALTH: 0

TRAITS

- Brawn ●●○○○
- Finesse ●●●●○
- Wits ●●●○○
- Resolve ●●○○○
- Panache ●●○○○

SKILLS

+1 BONUS DIE FOR EACH ●

- Ambush ●●●○○
- Athletics ●●○○○
- Disception ●●○○○
- Hide ●●○○○
- Know (Poison) ●○○○○
- Ride ●○○○○
- Theft ●●●○○
- Weapon (Dagger) ●●○○○

REROLL
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BACKGROUNDS

El Vago Vagabond: You take matters into your own hands to dispense vigilante justice.

Assassin: You target the person in charge, ignoring as many of the “pawns” as possible.

ADVANTAGES

ALLY (UNDERWORLD): You have a connection with a particular NPC or minor faction. An Ally is a close friend who would walk through fire for you.

MEMBERSHIP (LOS VAGOS): You are a member in good standing with Los Vagos, a secret society of vigilantes. You have a passphrase you can use to identify yourself to other members and to friends of the society.

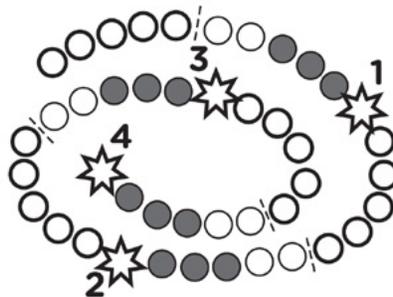
SECOND STORY WORK: You can spend a Hero Point to locate a way into a building or restricted area. If you spend a second Hero Point, you can bring one other Hero along with you, but everyone else has to find their own way in. You can do this once per game session.

SMALL: All of your Hide Risks have one extra die. Any Physical Risk you take that would benefit from your Small size has one extra die.

PSST, OVER HERE: While undetected, you can spend a Hero Point to lure a single guard out of position and take them out of commission. You can do this once per game session.

KEEN SENSE (HEARING): When you make a Risk where hearing is your primary sense and spend a Hero Point to gain bonus dice, you gain one additional bonus die.

WOUNDS



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